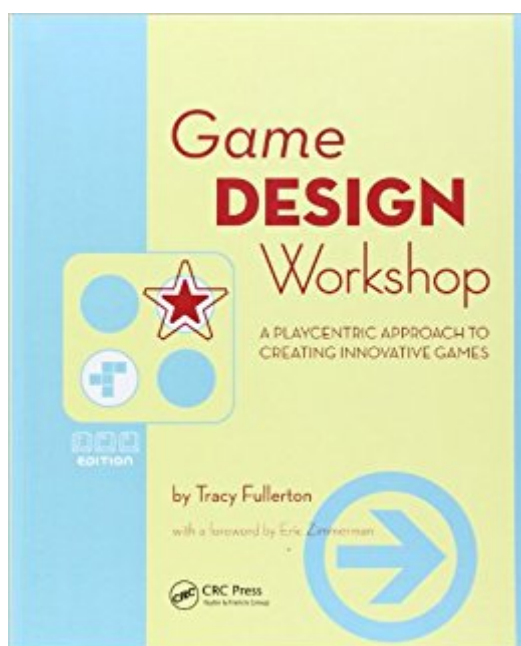**The book was found**

Game Design Workshop: A Playcentric Approach To Creating Innovative Games

Synopsis

Master the craft of game design so you can create that elusive combination of challenge, competition, and interaction that players seek. This design workshop begins with an examination of the fundamental elements of game design; then puts you to work in prototyping, playtesting and redesigning your own games with exercises that teach essential design skills. Workshop exercises require no background in programming or artwork, releasing you from the intricacies of electronic game production, so you can develop a working understanding of the essentials of game design.

Book Information

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Customer Reviews

Game design is something of a black art. The trick to doing it well is retaining the black magic but training oneself to control it. There are a lot of books on game design out there, but "Game Design Workshop" is among the very few that develops a wizard rather than a drone.-Ian Bogost, professor of digital media, the Georgia Institute of Technology and co-founder, Persuasive Games

Tracy Fullerton, M.F.A., is a game designer, educator and writer with fifteen years of professional experience. She is currently an Assistant Professor in the Interactive Media Division of the USC School of Cinema-Television where she serves as Co-Director of the Electronic Arts Game Innovation Lab. Recent credits include faculty advisor for the award-winning student game Cloud, and game designer for The Night Journey a unique game/art project with media artist Bill Viola. Prior to joining the USC faculty, she was president and founder of the interactive television game

developer, Spiderdance, Inc. Spiderdance's games included NBC's Weakest Link, MTV's webRIOT, The WB's No Boundaries, History Channel's History IQ, Sony Game Show Network's Inquizition and TBS's Cyber Bond. Before starting Spiderdance, Tracy was a founding member of the New York design firm R/GA Interactive. As a producer and creative director she created games and interactive products for clients including Sony, Intel, Microsoft, AdAge, Ticketmaster, Compaq, and Warner Bros. among many others.

The top rating is well-deserved -- this book is both thorough and well-written. Fullerton provides in-depth discussion and a progressive approach to introducing the material. It begins with the absolute basics, discussing the basics of where game ideas come from, and ends with a treatise on the inner-workings of the game publishing industry.I highly recommend this book to anyone looking to learn more about game development, as a trade, and especially for anyone looking to do it as a profession.There were so many things to love about this book, but three things really stand out in my mind as being particularly awesome: 1. The "Designer Perspective" sidebars (insight into how some famous game designers got started and some behind-the-scenes knowledge about the industry) 2. The focus on iterative-design (prototype and test early and often) 3. The Exercises (real application exercises that hold your hand through the development of games, and of yourself as a career designer)There were basically only two things I *didn't* like about this book, and they are purely circumstantial.The first thing is that this book is college-textbook dense. Seriously. The page-count is just shy of 450 pages, and each page is divided into two columns, with a relatively small font-size. It was a beast to get through. There were many times when finishing the book felt like a daunting task, particularly towards the end.The second thing that I wished was different was that the book's focus changes almost completely to digital game development (video games). The first half of the book was about basic game development, and so it could apply to either tabletop games or digital games; but as the book progresses, it makes a clear shift towards digital game development.Realistically, this is not surprising -- the video game industry is gigantic, with revenues exceeding Box Office sales, and it keeps growing. The market for tabletop games is vastly smaller, domestically, and although it enjoys a much larger market share in Europe, particularly Germany, it is still comparatively diminuitive. So this particular nitpick is purely arbitrary, on my part -- I don't begrudge the authors for their decision regarding the content.

An amazing read for anyone interested in game design, whether those games are digital or tabletop. Great thought experiments and exercises in each chapter. Excellent analysis of a wide variety of

genres and approaches, and very fun to read. Highly recommended.

Pleased

As described. Ended up buying it but never using it so yea.

Needed it for school.

Must read for anyone considering engaging in the practice of game design. I'll be recommending it to many of my students.

The book is about playcentric approach to game development. It's very powerfull idea about playtesting the game during all the developer process since idea to release.Also the author of this book is participate in creating the game Journey and that's enough to buy this book.I'm reading my first book about game design, making mindmaps in MindNode Pro and fill how my skill is increasing! That's greate.Also I like Kindle apps for iPad and iMac - very user-friendly.P.S.: I'm indie game developer - fedoit.com

This book take you by hand and drives you all the path to understand, like, accomplish you creative idea.I wish there could be a book like this for everything to be learned in life.

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